

The Official

Text Adventures #1-#12



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Adventure Hint Book

LOADING INSTRUCTIONS

Text Adventures #1-#12

C-64/128

Turn on your computer, turn on monitor and disk drive. Insert disk face up with the the Adventure Disks' label up to play a adventure.

Type: LOAD"*,8,1 - at READY - Type: RUN then Hit RETURN

* Note: All Adventures Are On One Side of the C-64/128 Disk.

Apple

Put Adventure you wish to play in the boot disk drive, close the drive and turn on the computer and monitor. Disk will then boot; just follow the screen instructions to start the Adventure.

* Note: ADVENTURES #1 - #6 are on side 1 of the Apple Disk.
ADVENTURES #7 - #12 are on side 2 of the Apple Disk.

IBM

1. Boot DOS
2. Remove DOS
3. Put in the IBM Adventure Disk
4. Type: ADVENTUR Hit RETURN

* Note: ALL ADVENTURES 1-12 ARE ON ONE IBM DISK.

Atari

Remove any cartridges from the computer, including BASIC. Put the disk with the Adventure you wish to play in the drive. Now, turn on the computer.

After a few moments, the screen will give you more instructions, follow them to start your Adventure.

* Note: Atari has two disks and with: Adventure #1 - #3, Side 1 - Disk 1
Adventure #4 - #6, Side 2 - Disk 1
Adventure #7 - #8, Side 1 - Disk 2
Adventure #9 - #12, Side 2 - Disk 2

* Note: 1-12 ADVENTURES ARE NUMBERED:

1-9, A, B, C. WHERE

A = 10, B = 11, C = 12.

How To Play

Text Adventures

Type a two word command when the computer asks "What Shall I Do?". The first word should always be a verb, a word you use to do something. The Second word should indicate a direction or an object. Suppose, for example, you are in a dark room and the computer says:

IT'S DARK IN HERE. I CAN'T SEE.

WHAT SHALL I DO?

If you are carrying a torch, you can light it by typing:

LIGHT TORCH

And then pressing RETURN. If you make a typing mistake, use the left arrow key to backspace and correct the error.

Some (but not all!) of the words you might find useful are:

Climb	Examine	Leave	Move	Quit	Say	Drop	Go	Light
Pull	Read	Take	Enter	Help	Look	Push	Save	Wear

If you use a command that the computer can't perform or doesn't understand, it will say:

I CAN'T DO THAT or I DON'T UNDERSTAND

When this happens, try thinking of another way to say it or try making a verb out of the action. Instead of

GO SWIMMING try SWIM

You'll also discover that most objects can be picked up using the last word of their names. For example, to pick up a blue ox, Type

GET OX

Normally you can only do things to objects that are either visible or that you are carrying

SAVE GAME

An Adventure will often last far longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off by typing **SAVE GAME** any time you are asked "WHAT SHALL I DO?" You will be asked to specify the area (A-D) in which you wish to save the game. You might save a game in Area A and a friend's game in Area C. Up to four Adventures in various stages of completion may be saved.

To end a game, type **QUIT**. If you intend to continue the game later, be sure you have saved it before using this command.

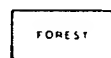
Before any game is started, you are asked if you wish to recall a saved game. If you do, type **RECALL**, specify the area you saved the game in, and the Adventure will resume where you left off.

PLAYING HINTS

MAPPING

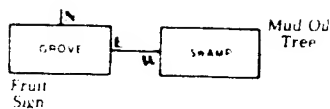
Draw a map! THE FOLLOWING IS A METHOD USEFUL IN MAPPING ADVENTURES:

Each room is represented by a box with the name of the room in it, and all original items found in it are noted alongside.

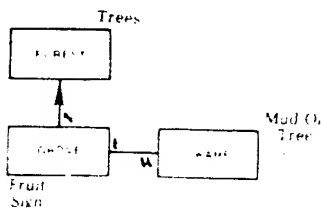


Trees

Directions from a location are indicated by a line coming out of anywhere on the box, but with the direction leaving the box indicated by the first letter of that direction.

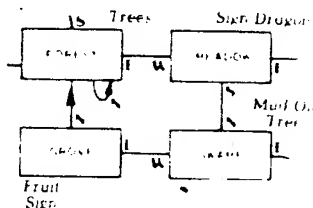


The above shows that you must go east from the grove to the swamp and west from the swamp to the grove. If you can only go in one direction, an arrow is put at the end of the path.

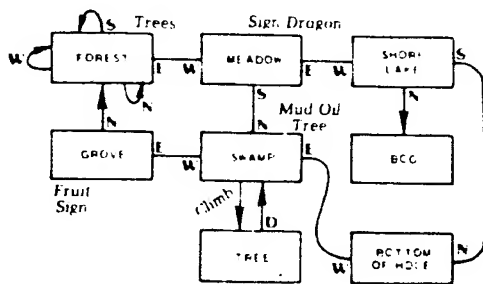


This indicates that upon leaving the grove you can go north to the forest, but you cannot return!

The best way to use this system is to draw a line representing each possible exit and its direction when you enter a location. Later, connect the lines to rooms as you continue your explorations.



This way, you will not forget to explore an exit once you get past your initial probe. Another advantage of this system is that you never need to redraw your map, as you can add extra locations anywhere on your paper.



Notice that on the forest the exits N, S, and W are available, but they all return to the forest! Note also that as additional locations were found off the swamp, the map was not redrawn. Instead, the locations were simply put where needed. And since we "CLIMB TREE" instead of going in a particular compass heading, we wrote that as directions to leave the swamp.

ADVENTURE 1 HINTS AND SOLUTIONS

ADVENTURELAND

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

1. STUCK IN THE FOREST?
4 71 40 11 142 56 22 122
2. More help for above problem.
137 148
3. Solution to above problem.
80 5
-
4. CAN NOT FIND WHERE TO STORE YOUR TREASURES?
137 50 57 148 56 40 8
5. More help for above problem.
138 40 145
6. Solution to above problem.
106 46 40 57 148 150 102 40 54
-
7. CAN NOT CATCH THE FISH?
43 44 75 133 96 103 49 40 38
8. More help for above problem.
22 73 71 86 31
9. Solution to above problem.
138 40 6 49 77 126 40 73
-
10. CAN NOT WAKE THE DRAGON?
85 63 123 61 56 40 141 72 58
34 109 49 40 62 118 75 13
11. More help for above problem.
151 71 56 40 90
12. Solution to above problem.
67
-
13. IS IT TO DRAX TO SEE?
102 35 81
14. More help for above problem.
138 40 116 126 82 126 94 20 54
15. Solution to above problem.
135 40 78 108 116 126 82
-
16. STUCK IN THE PIT?
75 139 3
17. More help for above problem.
87 40 3 95 108 40 42 142
18. Solution to above problem.
87 114 115 121 66 91
-
19. CAN NOT GET THE OX OUT OF THE BOG?
75 139 3
20. More help for above problem.
26 71 98 9 126 100 52 45 138
100 129
-
21. Solution to above problem.
87 53 121 66 145 126 9 126
89 105 59
-
22. BRICK WALL A PROBLEM?
10 145 32 26
23. More help for above problem.
147 26 125
24. Solution to above problem.
65 83 108 8 132 126 147 125
40 19 108 26
-
25. NEED TO CROSS A CHASM?
26 71 50 70 55 16 80 30 26
26. More help for above problem.
113 75 58 1 26
27. Solution to above problem.
144
-
28. BEAR A PROBLEM?
112 71 60
29. More help for above problem.
75 104 24 22 124 28 56 40 90
30. Solution to above problem.
111 90 61 91
-
31. BEAR STILL USING UP A TREASURE?
25 13 75 143 47 32 88
32. More help for above problem.
152 84 117 126 101
33. Solution to above problem.
2 32 40 92
-
34. BEES A PROBLEM?
85 16 110 16 56 36 48
35. More help for above problem.
75 139 99 20 40 8
36. Solution to above problem.
93 15
-
37. MUD DRIES UP ALOT?
130 26 79
38. More help for above problem.
93 77
39. Solution to above problem.
93 6 49 77
-
40. LAVA A PROBLEM?
90 71 41 30 29 134

41. More help for prooblem.
127 20 40 19
42. Solution to above problem.
27 7 108 68 127
-
43. DRAON STILL SNORING?
138 90 30 22 151
44. More help for above problem.
147 125 40 140 12 21 71 23 28
45. Solution to above problem.
67
-
46. BEES DYING ON YOU?
138 39 97
47. More help for above problems.
6 40 67 126 138 3
-

48. Solution to above problem.
138 40 91 126 107 149 22 40 6
-
49. MISSING SOME DIAMOND TREASURES?
40 78
50. More help for above problem.
17 74 16 12 50 51 33 119
51. Solution to above problem.
131 78 115
-
52. MISSING A CROWN?
76 64 22 37 136
53. More help for above problem.
26 71 69 40 92
54. Solution to above problem.
80 18 14 146 128 92 120 61
-

* DICTIONARY *

- | | | | |
|----------------|-------------|--------------------|----------------|
| 1. MAKE | 40. THE | 79. MOIST | 118. THINGS |
| 2. YELL | 41. GOOD | 80. GO | 119. NOW |
| 3. MAGIC | 42. RIGHT | 81. HOLE | 120. WAS |
| 4. WHAT | 43. WAIT | 82. STEEL | 121. WHILE |
| 5. EAST | 44. UNTIL | 83. BLADDER | 122. FOREST |
| 6. BOTTLE | 45. SO | 84. YOUR | 123. LATER |
| 7. LAVA | 46. DOWN | 85. TRY | 124. BETTER |
| 8. SWAMP | 47. MAD | 86. VERY | 125. UP |
| 9. OX | 48. HIVE | 87. SAY | 126. AND |
| 10. THROW | 49. OF | 88. SOMEONE | 127. BRICKS |
| 11. MAIN | 50. NOT | 89. SEARCH | 128. LEDGE |
| 12. BUT | 51. TOO | 90. MIRROR | 129. TOOL |
| 13. DO | 52. GROVE | 91. RUG | 130. KEEP |
| 14. ROOM | 53. BUNYON | 92. BEAR | 131. RUB |
| 15. MUD | 54. STUMP | 93. CARRY | 132. GAS |
| 16. | 55. FAR | 94. SOMETHING | 133. HAVE |
| 17. REMEMBER | 56. IN | 95. WORD | 134. CLUES |
| 18. THRONE | 57. CYPRESS | 96. GOTTEN | 135. LIGHT |
| 19. WALL | 58. CAN | 97. TRANSPORTATION | 136. BELONG |
| 20. FROM | 59. GROUND | 98. PAUL'S | 137. CLIMB |
| 21. THERE | 60. HUNGRY | 99. PROTECTION | 138. USE |
| 22. A | 61. ON | 100. HIS | 139. NEED |
| 23. ANOTHER | 62. LAST | 101. | 140. DRAGON |
| 24. FIND | 63. AGAIN | 102. ENTER | 141. ADVENTURE |
| 25. HOW | 64. DOSE | 103. OUT | 142. OBJECT |
| 26. IT | 65. FILL | 104. WILL | 143. GET |
| 27. DAM | 66. HOLDING | 105. ABOVE | 144. JUMP |
| 28. WAY | 67. BEES | 106. CHOP | 145. AX |
| 29. MANY | 68. FIRE | 107. OR | 146. BY |
| 30. FOR | 69. NEAR | 108. WITH | 147. BLOW |
| 31. HANDY | 70. THAT | 109. ONE | 148. TREE |
| 32. AT | 71. IS | 110. HELP | 149. PUNCH |
| 33. GREEDY | 72. THIS | 111. DROP | 150. THEN |
| 34. BE | 73. NET | 112. HE | 151. CLUE |
| 35. BOTTOMLESS | 74. ALADIN | 113. REALLY | 152. LOSE |
| 36. BEE | 75. YOU | 114. AWAY | |
| 37. CROWN | 76. WHERE | 115. TWICE | |
| 38. PITS | 77. WATER | 116. FLINT | |
| 39. FASTER | 78. LAMP | 117. TEMPER | |

"ADVENTURE 2 HINTS AND SOLUTIONS"

PIRATE ADVENTURE

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

- | | |
|--|---|
| 1. CAN NOT LEAVE THE ROOM?
42 11 37 14 | 21. Solution to above problem.
86 28 |
| 2. More help for above problem.
51 48 16 48 | ----- |
| 3. Solution to above problem.
86 14 | 22. IS IT TOO DARK TO SEE?
7 37 103 |
| ----- | 23. More help for above problem.
64 37 103 |
| 4. HAVE NOT FOUND A BOOK?
51 71 | 24. Solution to above problem.
36 103 19 32 93 26 37 40 |
| 5. More help for above problem.
64 71 | ----- |
| 6. Solution to above problem.
79 2 97 71 | 25. CAN NOT OPEN THE CHEST?
6 114 113 37 76 |
| ----- | 26. More help for above problem.
79 105 97 37 31 19 15 125 3 |
| 7. HAVE NOT FOUND A BAG?
121 106 27 37 2 37 66 107 | 27. Solution to above problem.
128 60 97 46 26 120 19 87 79 |
| 8. More help for above problem.
9 112 83 | 37 46 87 79 37 12 |
| 9. Solution to above problem.
6 54 83 | ----- |
| ----- | 28. HAVE NOT FOUND CROCODILES?
28 |
| 10. CAN NOT SEEM TO LEAVE THE FLAT
AT ALL?
51 48 16 48 113 37 85 19 119 37
99 | 29. More help for above problem.
1 28 13 |
| 11. More help for above problem.
1 37 2 | 30. Solution for above problem.
6 101 113 28 19 24 |
| 12. Solution to above problem.
51 48 95 116 48 94 108 37
2 119 37 99 | ----- |
| ----- | 31. CROCODILES A PROBLEM?
89 78 100 |
| 13. DO YOU KEEP FALLING OFF THE
LEDGE?
106 78 88 75 | 32. More help for above problem.
77 |
| 14. More help for above problem.
41 68 78 117 | 33. Solution for above problem.
42 77 48 42 80 48 79 4 48 |
| 15. Solution to above problem.
129 61 | ----- |
| ----- | 34. DOSE YOUR CROC FOOD ESCAPE
YOU?
96 8 |
| 16. CAN NOT GET THE CHEST?
44 37 84 | 35. More help for above problem.
4 128 5 56 |
| 17. More help for above problem.
51 105 97 37 69 | 36. Solution for above problem.
82 4 26 35 115 73 111 |
| 18. Solution to above problem.
25 84 37 91 | ----- |
| ----- | 37. CAN NOT GET BEYOND PIRATE'S
ISLAND?
9 113 37 39 |
| 19. HAVE NOT FOUND CRACK IN THE
ROCK?
5 21 113 37 28 | 38. More help for above problem.
29 37 122 |
| 20. More help for above problem.
5 21 127 104 115 27 28 | 39. Solution to above problem.
10 59 53 77 121 74 37 122 |
| | ----- |
| | 40. NEED AN ANCHOR?
38 37 130 |

41. More help for above problem.
77
42. Solution for above problem.
42 77 48 24 43 48

43. NEED A MAP?
122

44. More help for above problem.
57 21 37 23

45. Solution for above problem.
9 113 37 39 90

46. CAN NOT GET PAST THE SNAKES?
29 37 67

47. More help for above problem.
20 49 110 18 98 37 45 115 47
81

48. Solution for above problem.
92

49. CAN NOT FIND THE SECOND
TREASURE?
1 33

50. More help for above problem.
51 48 63 30 48 87 48 24 48

51. Solution for above problem.
42 125 37 70 87 63 30 48 87
48 24 48

52. PIRATE WILL NOT GET ABOARD?
24 112

53. More help for above problem.
24 127 37 102

54. Solution for above problem.
28 84 91 87 65 52 11 48 58 17
62 50 53

55. MISSING A TREASURE?
36 37 126

56. More help for above problem.
29 37 34 109

57. Solution for above problem.
29 37 120

58. CAN NOT END THE GAME?
51 48 55 48

59. More help for above problem.
72 22 113 34 118

60. Solution for above problem.
72 22 113 37 69 19 48 55 48

* DICTIONARY *

- | | | | |
|-----------------|--------------|--------------|----------------|
| 1. READ | 34. RIGHT | 67. MONGOOSE | 100. HUNGRY |
| 2. BOOK | 35. BOTTLE | 68. FEET | 101. CAVE |
| 3. LONDON | 36. OPEN | 69. FLAT | 102. BEACH |
| 4. FISH | 37. THE | 70. FIELD | 103. BAG |
| 5. IT | 38. NEAR | 71. BOOKCASE | 104. TOP |
| 6. ENTER | 39. CHEST | 72. LEAVE | 105. SOMETHING |
| 7. REMEMBER | 40. MATCH | 73. SEA | 106. YOU |
| 8. DRY | 41. YOUR | 74. READING | 107. CHANGED |
| 9. LOOK | 42. GO | 75. OFF | 108. HOLDING |
| 10. BUILD | 43. ANCHOR | 76. ROCK | 109. TOOL |
| 11. UP | 44. BRIBE | 77. LAGOON | 110. THAT |
| 12. KEYS | 45. PIECES | 78. ARE | 111. WATER |
| 13. DESCRIPTION | 46. RUG | 79. GET | 112. AROUND |
| 14. STAIRS | 47. EIGHT | 80. NORTH | 113. IN |
| 15. RETURN | 48. - | 81. CRITTER | 114. CRACK |
| 16. HELP | 49. ABOUT | 82. CARRY | 115. OF |
| 17. WILL | 50. CLOSE | 83. UPSTAIRS | 116. YOHO |
| 18. I | 51. TRY | 84. PIRATE | 117. SLIPPERY |
| 19. AND | 52. HIM | 85. ALCOVE | 118. PLACE |
| 20. SORRY | 53. BY | 86. CLIMB | 119. OUTSIDE |
| 21. IS | 54. PASSAGE | 87. THEN | 120. HAMMER |
| 22. TREASURES | 55. SCORE | 88. SLIPPING | 121. AFTER |
| 23. CHARM | 56. WET | 89. THEY | 122. PLANS |
| 24. DIG | 57. TWICE | 90. AGAIN | 123. LIKE |
| 25. GIVE | 58. HE | 91. RUM | 124. EXPLORE |
| 26. WITH | 59. SHIP | 92. PARROT | 125. TO |
| 27. GOT | 60. NAILS | 93. TORCH | 126. BOX |
| 28. HILL | 61. SNEAKERS | 94. WHILE | 127. ON |
| 29. USE | 62. BE | 95. SAY | 128. REMOVE |
| 30. 30 | 63. PACE | 96. TOO | 129. WEAR |
| 31. SHED | 64. EXAMINE | 97. FROM | 130. KEEL |
| 32. LIGHT | 65. WAKE | 98. MEANT | |
| 33. MAP | 66. ROOM | 99. WINDOW | |

ADVENTURE 3 HINTS AND SOLUTIONS

SECRET MISSION

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

- | | |
|--|--|
| 1. CAN NOT GET THROUGH THE WHITE DOOR?
40 69 47 29 | 13. CAN NOT GET THROUGH BLUE DOOR?
15 19 18 56 22 25 |
| 2. More help for above problem.
35 7 69 33 44 20 1 65 | 14. More help for above problem.
13 61 47 23 |
| 3. Solution to above problem.
40 29 67 35 54 67 35 49 | 15. Solution to above problem.
53 47 23 |
| ----- | |
| 4. CAN NOT GET THROUGH THE YELLOW DOOR?
57 52 17 11 27 | 16. CAN NOT GET THROUGH THE JAMMED DOOR?
15 21 16 76 27 |
| 5. More help for above problem.
42 27 | 17. More help for above problem.
71 39 75 48 1 38 28 37 |
| 6. Solution to above problem.
14 77 68 27 | 18. Solution to above problem.
35 73 48 58 47 4 |
| ----- | |
| 7. BOOM GOING OFF AFTER GETTING KEY?
66 8 2 31 47 27 67 30 64 5 60
55 49 9 | 19. CAN NOT DEFUSE THE BOMB?
45 0 |
| 8. More help for above problem.
70 50 | 20. More help for above problem.
24 0 |
| 9. Solution to above problem.
12 50 34 51 46 34 43 74 59
10 27 | 21. Solution for above problem.
63 24 6 47 32 |
| ----- | |
| 10. STILL CAN NOT GET THROUGH THE YELLOW DOOR?
13 69 29 | 22. STILL CAN NOT DEFUSE THE BOMB?
72 47 41 |
| 11. More help for above problem.
35 7 67 49 3 | 23. More help for above problem.
62 47 32 |
| 12. Solution to above problem.
69 29 35 52 26 35 54 26 35 49 | 24. Solution for above problem.
63 24 6 37 69 33 36 |
| ----- | |

* DICTIONARY *

- | | | | |
|--------------|---------------|--------------|--------------|
| 1. SOMETHING | 21. THOUGH | 41. WIRES | 61. WITH |
| 2. CAMERA | 22. UP | 42. BREAK | 62. MOVE |
| 3. LAST | 23. MOP | 43. HIS | 63. POUR |
| 4. DOOR | 24. WATER | 44. ORDERS | 64. HOW |
| 5. YOU | 25. TOOL | 45. PAIL | 65. HAPPENS |
| 6. ON | 26. THEN | 46. HIM | 66. NOTE |
| 7. BUTTONS | 27. WINDOW | 47. THE | 67. - |
| 8. TV | 28. TO | 48. OR | 68. THROUGH |
| 9. ROOM | 29. CHAIR | 49. WHITE | 69. IN |
| 10. BROKEN | 30. REMEMBER | 50. SABOTEUR | 70. EXAMINE |
| 11. OUTSIDE | 31. ABOVE | 51. USE | 71. PUT |
| 12. FRISK | 32. BOMB | 52. YELLOW | 72. CUT |
| 13. PLAY | 33. DIFFERENT | 53. SHAKE | 73. HARD |
| 14. THROW | 34. AND | 54. RED | 74. BADGE |
| 15. LOOK | 35. PUSH | 55. INTO | 75. SHOULDER |
| 16. 6 | 36. ROOMS | 56. CLEAN | 76. INCH |
| 17. KEY | 37. IT | 57. NEED | 77. RECORDER |
| 18. A | 38. LOWER | 58. KICK | |
| 19. FOR | 39. YOUR | 59. BY | |
| 20. UNTIL | 40. SIT | 60. GOT | |

ADVENTURE 4 HINTS AND SOLUTIONS

VOODOO CASTLE

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

- | | |
|--|---|
| 1. HAVE NOT GOT A RING YET?
26 18 13 57 49 | 21. Solution to above problem.
24 88 38 27 |
| 2. More help for above problem.
43 97 | ----- |
| 3. Solution to above problem.
43 97 65 7 22 65 66 95 | 22. STUCK CHIMNEY SWEEP?
63 57 42 99 91 9 56 28 |
| ----- | 23. More help for above problem.
66 9 56 93 70 48 15 34 |
| 4. CAN NOT GET PAST THE STONE?
77 93 95 | 24. Solution to above problem.
40 29 |
| 5. More help for above problem.
7 2 58 34 93 51 | ----- |
| 6. Solution to above problem.
89 95 2 93 80 | 25. CRACK IN THE WALL A PROBLEM?
79 93 23 34 32 68 |
| ----- | 26. More help for above problem.
20 18 93 90 85 93 95 |
| 7. HAVE NOT FOUND A SAFE?
79 72 60 | 27. Solution to above problem.
89 20 5 78 |
| 8. More help for above problem.
94 93 6 | ----- |
| 9. Solution to above problem.
66 93 83 88 66 93 72 60 | 28. MISSING RABBIT'S FOOT OR FOUR
LEAF CLOVER?
30 18 5 47 31 93 61 5 69 |
| ----- | 29. More help for above problem.
7 31 88 85 47 37 45 |
| 10. CAN NOT READ THE PLAQUE?
16 10 | 30. Solution for above problem.
7 74 65 4 31 65 17 75 |
| 11. More help for above problem.
77 26 34 53 1 | ----- |
| 12. Solution to above problem.
19 39 3 62 36 65 52 93 50
65 77 93 98 | 31. CURSE STILL HOLDING?
82 64 23 41 93 8 67 71 |
| ----- | 32. More help for above problem.
92 14 57 52 93 44 |
| 13. NEED LIGHT?
87 81 | 33. Solution to above problem.
92 14 93 8 67 59 18 84 11 93
22 |
| 14. More help for above problem.
86 | ----- |
| 15. Solution to above problem.
21 86 | 34. WINDOW STILL SLAMMING SHUT?
66 46 |
| ----- | 35. More help for above problem.
55 93 25 79 |
| 16. EXPLODING CHEM TUBES A
PROBLEM?
94 6 | 36. Solution for above problem.
55 93 33 |
| 17. More help for above problem.
35 54 | ----- |
| 18. Solution to above problem.
55 93 96 | |
| ----- | |
| 19. TINY DOOR TO SMALL FOR YOU?
12 27 | |
| 20. More help for above problem.
24 27 | |

* DICTIONARY *

1. LIGHT	26. IT	51. WALL	76. ITEM
2. AT	27. CHEMICALS	52. HAVE	77. READ
3. OR	28.	53. SCANT	78. CRACK
4. MOVE	29. SWEEP	54. YOURSELF	79. REMOVE
5. BY	30. ONE	55. CARRY	80. DOOR
6. ARMORY	31. KETTLE	56. OUT	81. ?
7. LOOK	32. HER	57. YOU	82. LISTEN
8. GOOD	33. CLOVER	58. STONE	83. SWORD
9. HIM	34. IN	59. CHARM	84. ALSO
10. LENS	35. PROTECT	60. HEADS	85. REMEMBER
11. ON	36. DARK	61. OTHER	86. IDOL
12. EXAMINE	37. SMALL	62. SOMEWHERE	87. DUSTY
13. WHERE	38. DRINK	63. IF	88. AND
14. SURE	39. FIREPLACE	64. TO	89. WAVE
15. CAME	40. PUSH	65. .	90. KEY
16. NEED	41. ABOUT	66. GET	91. PULL
17. GO	42. CAN	67. LUCK	92. BE
18. IS	43. OPEN	68. CHAMBER	93. THE
19. ENTER	44. DOLL	69. NETTLES	94. TRY
20. BAG	45. PASSAGE	70. WAY	95. RING
21. CLEAN	46. LUCKY	71. CHARMS	96. SHIELD
22. COUNT	47. A	72. ANIMAL	97. COFFIN
23. MEDIUM	48. HE	73. SUMMON	98. PLAQUE
24. MIX	49. STARTED	74. GRAVE	99. NOT
25. RIGHT	50. GLASS	75. HOLE	

ADVENTURE 5 HINTS AND SOLUTIONS

THE COUNT

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

- | | |
|---|---|
| <p>1. CAN NOT GET OUT OF BED?
94 106 87 106</p> <p>2. More help for above problem.
41 99 85 108</p> <p>3. Solution to above problem.
62 99</p> <hr/> <p>4. CAN NOT FIGURE OUT WHAT YOU ARE DOING HERE?
91 116</p> <p>5. More help for above problem.
67 43 85 70 56</p> <p>6. Solution to above problem.
66 64</p> <hr/> <p>7. CAN NOT WORK THE DUMBAWAITER?
52 61 85 106 87 106</p> <p>8. More help for above problem.
26 40 34 68 88 57 40</p> <p>9. Solution to above problem.
52 61 106 29 61 106 1 16 61 106</p> <hr/> | <p>21. Solution to above problem.
66 61 106 16 61 106 66 21 106</p> <hr/> <p>22. NEED SOME MORE LIGHT?
111 11 78</p> <p>23. More help for above problem.
6 47 80 105 118</p> <p>24. Solution to above problem.
66 105 106 111 78</p> <hr/> <p>25. CAN NOT GET OUT OF PIT?
117</p> <p>26. More help for above problem.
45</p> <p>27. Solution for above problem.
115 45 57 117 85 66 105</p> <hr/> <p>28. FLAG POLE BREAKING ALOT?
115 45 15</p> <p>29. More help for above problem.
94 48</p> <p>30. Solution for above problem.
115 45 57 50</p> <hr/> |
|---|---|

10. CAN NOT LEAVE THE DUMBWAITER?
88 28 96 51
11. More help for above problem.
66 108
12. Solution to above problem.
66 21
13. CAN NOT FIND DRACULA'S CRYPT?
66 116 80 43 85 76 43
14. More help for above problem.
6 2 80 48 93
15. Solution to above problem.
115 45 57 86 85 6 60 46
16. PROBLEM WITH A LOCKED DOOR?
94 106 87 106
17. More help for above problem.
95 80 42 109 28 90
18. Solution to above problem.
20 80 102 13 80 31 8
19. HAVE NOT FOUND THE MATCHES?
61
20. More help for above problem.
88 59 19 49 39
31. PESKY BAT BUGGING YOU?
17 26 33 72 92
32. More help for above problem.
88 69 103 34 112 84
33. Solution for above problem.
17 80 4 9 54
35. CAN'T FIND DRACULA'S COFFIN?
89 81 19 80 23
35. More help for above problem.
38 69 87
36. Solution for above problem.
3 11 113 19 80 23
37. GETTING ROBBED ALOT?
30 11 74 107 119 63 69 53 62 57
38. More help for above problem.
65
39. Solution for above problem.
20 102 106 10 110 85 113 83 71 106 75 57 102 80 35 55 34
40. CAN NOT OPEN THE COFFIN?
94 12 88 28 77 57 79 5
41. More help for above problem.
80 101 28 63
42. Solution to above problems.
44 88 9 54
43. COFFIN LOCK A PROBLEM?
75 80 25
44. More help for above problem.
25 28 37 36
45. Solution to above problem.
114 97 54 73 32 52 25
46. STILL CAN NOT KILL DRACULA?
34 82 40 88 104 24 18
47. More help for above problem.
14 88 80 54 98
48. Solution to above problem.
100 102 60 7 9 54 85 32 22 63 80 27 56

* DICTIONARY *

- | | | | |
|---------------|----------------|----------------|----------------|
| 1. OR | 31. PAPER | 61. DUMBWAITER | 91. WALK |
| 2. OUT | 32. THEN | 62. GET | 92. LIKE |
| 3. SMOKE | 33. VAMPIRES | 63. DRACULA | 93. WINDOW |
| 4. GARLIC | 34. YOU | 64. GATE | 94. TRY |
| 5. EMPTY | 35. DOOR | 65. CLOSET | 95. POSTCARD |
| 6. CLIMB | 36. HEATED | 66. GO | 96. REAL |
| 7. COFFIN | 37. SOLAR | 67. LEAVE | 97. UNTIL |
| 8. CLIP | 38. SMOKING | 68. WANT | 98. BEFORE |
| 9. AT | 39. DIRECTIONS | 69. CAN | 99. UP |
| 10. HIDE | 40. DO | 70. FOLLOW | 100. BREAK |
| 11. A | 41. WAKE | 71. HERE | 101. BAT |
| 12. WHEN | 42. MAILMAN | 72. DON'T | 102. LOCK |
| 13. WITH | 43. CASTLE | 73. TIME | 103. GIVE |
| 14. FIX | 44. OPEN | 74. DUSTY | 104. AS |
| 15. ELSEWHERE | 45. SHEET | 75. REMEMBER | 105. PIT |
| 16. RAISE | 46. DOWN | 76. LOOK | 106. . |
| 17. CARRY | 47. INTO | 77. SUPPOSED | 107. PLACE |
| 18. SLEEPS | 48. BEDROOM | 78. MATCH | 108. . |
| 19. IN | 49. TWO | 79. BE | 109. BRINGS |
| 20. PICK | 50. BED | 80. THE | 110. STAKE |
| 21. ROOM | 51. EASY | 81. SIGN | 111. LIGHT |
| 22. KILL | 52. ENTER | 82. MUST | 112. BAD |
| 23. CRYPT | 53. NOT | 83. PACK | 113. CIGARETTE |
| 24. HE | 54. NIGHT | 84. BREATH | 114. WAIT |
| 25. OVEN | 55. BEHIND | 85. AND | 115. TIE |
| 26. WHAT | 56. DAY | 86. SOMETHING | 116. OUTSIDE |
| 27. NEXT | 57. TO | 87. HELP | 117. RING |
| 28. IS | 58. PATH | 88. IT | 118. FIRST |
| 29. LOWER | 59. GOSE | 89. READ | 119. WHERE |
| 30. FIND | 60. ON | 90. USEFUL | |

"ADVENTURE 6 HINTS AND SOLUTIONS"

STRANGE ODYSSEY

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

- | | |
|--|---|
| 1. HAVE NOT BEEN ABLE TO LEAVE THE SHIP?
11 27 91 | 20. More help for above problem.
59 49 63 27 76 32 94 |
| 2. More help for above problem.
73 27 60 61 | 21. Solution to above problem.
26 56 63 79 94 24 73 75 24
73 72 |
| 3. Solution to above problem.
73 60 100 13 71 | ----- |
| 4. VACUUM A PROBLEM?
41 27 104 | 22. CAN NOT MAKE ANYTHING OUT OF THE PICTURE?
41 44 |
| 5. More help for above problem.
11 27 104 | 23. More help for above problem.
11 44 |
| 6. Solution to above problem.
120 93 81 109 77 102 103 117
27 104 | 24. Solution to above problem.
73 61 20 44 24 41 44 24 11
101 |
| ----- | ----- |
| 7. CAN NOT GET OFF THE SHIP?
17 87 7 51 31 | 25. HIGH GRAVITY GETTING YOU DOWN?
44 103 101 87 27 39 |
| 8. More help for above problem.
13 5 17 | 26. More help for above problem.
11 19 |
| 9. Solution to above problem.
74 121 97 27 64 20 27 105 | 27. Solution to above problem.
88 69 121 19 24 41 69 24 95
2 24 |
| ----- | ----- |
| 10. HAVE ONLY FOUND A BOULDER?
11 62 | 28. CAN NOT GET HATCH OPEN?
14 9 78 54 27 39 |
| 11. More help for above problem.
84 62 120 67 24 85 46 113 | 29. More help for above problem.
37 102 27 10 |
| 12. Solution to above problem.
84 62 24 120 67 24 108 80 | 30. Solution to above problem.
37 102 27 10 35 27 83 121
27 99 48 |
| ----- | ----- |
| 13. CAN NOT DO ANYTHING MUCH IN HEXAGONAL ROOM?
11 38 103 42 24 114 24 | 31. NEED A POWER CRYSTAL?
11 27 90 12 |
| 14. More help for above problem.
106 58 24 6 52 82 111 27 50 | 32. More help for above problem.
23 98 109 36 63 30 21 |
| 15. Solution to above problem.
3 66 24 73 66 24 25 38 24 13
92 | 33. Solution to above problem.
15 118 27 66 63 27 40 50 103
85 17 |
| ----- | ----- |
| 16. CAN NOT GET ANYWHERE ELSE?
86 | 34. CAN NOT RETURN TO PLANTETOID AND SCOUT SHIP?
53 27 66 109 43 16 27 68 |
| 17. More help for above problem.
98 17 122 125 124 125 127 129
123 128 27 68 | 35. More help for above problem.
73 2 25 24 112 79 87 116 34 |
| 18. Solution to above problem.
3 66 24 73 66 24 25 38 | 36. Solution to above problem.
3 66 24 25 38 24 73 66 24 25
38 24 13 92 |
| ----- | ----- |
| 19. AIR RUNS OUT ON YOU?
102 27 33 18 27 1 70 27 81 87
22 | 37. MISSING AN ICE DIAMOUND?
8 96 103 65 57 107 100 89 |
| | 38. More help for above problem.
29 63 115 55 |

39. Soultion to above problem.
119 96 63 65 57 107 100 89 35
27 8 45 103 62

40. DO NOT KNOW WHERE TO STORE
YOUR TREASURES?
110 118 63 47 28 94

41. More help for above problem.
11 91

42. Solution to above problem.
73 4 61 20 91

* DICTIONARY *

1. GUAGE
2. BUCKLE
3. PULL
4. BLUE
5. FOR
6. AFTER
7. A
8. ICE
9. GRAVITY
10. HATCH
11. EXAMINE
12. CRYSTAL
13. GO
14. HIGH
15. BREAK
16. RESET
17. IT
18. IF
19. SCULPTURE
20. ON
21. SHAPE
22. BREATHABLE
23. WHAT
24.
25. TOUCH
26. CONNECT
27. THE
28. SCOUT
29. DIG
30. THAT
31. ACTION
32. SPACE
33. SUIT

34. LONG
35. WITH
36. REMEMBER
37. PRY
38. PLASTIC
39. CLUE
40. HEXAGONAL
41. WEAR
42. TRY
43. MUST
44. GOGGLES
45. PICK
46. TWO
47. YOUR
48. COLONY
49. AROUND
50. ROOM
51. SIMPLE
52. FEELING
53. USING
54. HOLDS
55. PLAIN
56. HOSE
57. SNOW
58. GENTLE
59. PLAY
60. RED
61. BUTTON
62. PHASER
63. IN
64. AIRLOCK
65. METHANE
66. ROD

67. DESTROY
68. GATEWAY
69. BELT
70. SAYS
71. DOOR
72. WHITE
73. PUSH
74. JUMP
75. BLACK
76. ALIEN
77. CAN
78. WORLD
79. SEQUENCE
80. BOULDER
81. AIR
82. DISORIENTED
83. METAL
84. SET
85. USE
86. REPEAT
87. IS
88. GET
89. EXPLORE
90. BROKEN
91. CONSOLE
92. CURTAIN
93. SAVE
94. SHIP
95. TWIST
96. HOUND
97. OUTSIDE
98. DO
99. MINING

100. THEN
101. PAINTING
102. OPEN
103. AND
104. SPACESUIT
105. LEDGE
106. BE
107. STORM
108. SHOOT
109. YOU
110. BLAST
111. LEAVE
112. THIS
113. COMMANDS
114. HELP
115. GRASSY
116. TOO
117. CLOSE
118. OFF
119. DROP
120. TO
121. FROM
122. AGAIN
123. SERVICED
124. ARE
125. 6
126. THERE
127. MAIN
128. BY
129. LOCATIONS

ADVENTURE 7 HINTS AND SOLUTIONS

MYSTERY FUN HOUSE

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

1. CAN NOT GET INTO THE FUN HOUSE?
135 115 62 29 13
2. More help for above problem.
128 131 29 102 74 131 29 2
3. Solution to above problem.
136 29 139 50 48 29 87 94
138 29 124
-
4. LOST IN THE MAZE?
24 49 126 9
5. More help for above problem.
120 60 94 33 110 41
6. Solution to above problem.
110 29 38 48 132 88 46 56 89
61 114
-
7. CAN NOT LEAVE THE BARREL ROOM?
28 56 25 66 117 66 116 66 133
47 70
8. More help for above problem.
59
9. Solution to above problem.
12 107 119 72 57
-
10. HAVE NOT GOTTEN A KEY?
39
11. More help for above problem.
106 40
12. Solution to above problem.
52 40 29 1
-
13. MERRY-GO-ROUND A PROBLEM?
16 6 74 128 137
14. More help for above problem.
29 101 104 46 29 92
15. Solution to above problem.
128 131 101 122 6 48
-
16. HAVE NOT FOUND THE SPECS?
4
17. More help for above problem.
28 56 43 29 4
18. Solution to above problem.
111 4
-
19. CAN NOT GET THROUGH A DOOR?
51 127 46 17
20. More help for above problem.
45 27 31 34 54 95
21. Solution to above problem.
76 35 56 138 64 77 7 76 3 37
-
22. STILL STUCK IN THE PIT?
18 62 29 15
23. More help for above problem.
133 44
24. Solution for above problem.
42 29 109 94 133 44 61 29 20
-
25. HAVE NOT FOUND WRENCH?
100 55 118
26. More help for above problem.
105 61 29 26 47 65 81 106 23
62 100 55 118
27. Solution for above problem.
90 8 48 26 134 128 129 21 97
62 7 79 76 125 84
-
28. PROBLEMS MOVING THE GATE?
42 80
29. More help for above problem.
42 113 22 29 71 98 35 82 5
121
30. Solution for above problem.
63 29 102
-
31. DO NOT KNOW WHY YOU ARE AT THE FUN HOUSE?
36 122 113 91
32. More help for above problem.
28 56 69 29 91 47 69
33. Solution for above problem.
108 29 91 61 113 73
-
34. HAVE FOUND NO EXPLOSIVES?
103 11 30
35. More help for above problem.
67 30 83 14
36. Solution to above problem.
85 50 74 136 29 32 48 41
-
37. GRATE INSIDE SEWER A PROBLEM?
53 41 129
38. More help for above problem.
24 29 58 112 68
39. Solution for above problem.
130 29 10 7
-
40. SHOOTING GALLERY PROBLEMS WHEN IN SEWER?
19 86 99

41. More help for above problem.
115

42. Solution to above problem.
75 115 62 78 61 123 15

* DICTIONARY *

1. COMB	36. PLAY	71. OTHER	106. EXAMINE
2. TREE	37. FIND	72. W	107. R
3. MAY	38. ROOMS	73. SHOE	108. REMOVE
4. KNOB	39. TANK	74. AND	109. TRAMPOLINE
5. COME	40. MERMAID	75. PUT	110. MAP
6. SPECS	41. IT	76. YOU	111. PULL
7. DOOR	42. USE	77. ANY	112. FROM
8. POLE	43. PUSH	78. FRONT	113. YOUR
9. EASY	44. OUT	79. AS	114. THEM
10. STORM	45. DOORS	80. WRENCH	115. SIGN
11. TYPE	46. IS	81. ...	116. SKIP
12. C	47. BUT	82. NEVER	117. RUN
13. COUNTER	48. ON	83. TASTES	118. ROUND
14. BAD	49. TRYING	84. IN	119. A
15. GALLERY	50. GUM	85. CHEW	120. DROP
16. WEAR	51. SORRY	86. TELLING	121. OFF
17. CORRECT	52. GIVE	87. BRANCH	122. WITH
18. SOMETHING	53. BLOW	88. THERE	123. SHOOTING
19. FORTUNE	54. EMPLOYEES	89. ALOT	124. COIN
20. PIT	55. GO	90. CLIMB	125. CAME
21. REMEMBER	56. NOT	91. HEEL	126. ITS
22. HEAD	57. L	92. KEY	127. THAT
23. CEILING	58. NOISE	93. ND	128. LOOK
24. KEEP	59. BABY	94. TO	129. UP
25. WALK	60. THINGS	95. ONLY	130. CLOSE
26. HORSE	61. OF	96.	131. AT
27. ARE	62. BY	97. BUTTON	132. PAPER
28. DO	63. SLIDE	98. BOLT	133. JUMP
29. THE	64. THROUGH	99. MACHINE	134. THEN
30. EXPLOSIVE	65. HIGHER	100. MERRY	135. READ
31. FOR	66. OR	101. MIRROR	136. STICK
32. FUSE	67. PLASTIC	102. GRATE	137. AROUND
33. HELP	68. SPREADING	103. SOFT	138. GET
34. PARK	69. FIX	104. ROOM	139. CHEWED
35. WILL	70. MOVE	105. TOP	

ADVENTURE 8 HINTS AND SOLUTIONS

PYRAMID OF DOOM

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

- | | |
|--|---|
| 1. CAN'T GET IN THE PYRAMID?
2 93 19 5 67 34 19 27 | 21. Solution to above problem.
64 19 66 54 57 19 31 42 |
| 2. More help for above problem.
11 19 58 | ----- |
| 3. Solution to above problem.
65 19 70 67 38 19 4 66 51 11
19 5 | 22. LIGHT TO BRIGHT?
63 71 13 48 25 |
| ----- | 23. More help for above problem.
62 50 |
| 4. CAN'T GET IN THE TINY DOOR?
69 | 24. Solution for above problem.
62 50 12 19 61 9 19 33 |
| 5. More help for above problem.
51 | ----- |
| 6. Solution to above problem.
22 | 25. OYSTER A PROBLEM?
8 1 47 59 60 19 14 |
| ----- | 26. More help for above problem.
29 53 68 19 14 |
| 7. NOMAD IN TROUBLE?
72 49 26 21 36 | 27. Solution for above problem.
68 19 44 19 7 |
| 8. More help for above problem.
63 46 23 | ----- |
| 9. Solution to above problem.
18 19 23 | 28. DO NOT KNOW WHERE TO STORE
TREASURES?
70 |
| ----- | 29. More help for above problem.
78 |
| 10. CAN NOT GET BY MUMMY?
47 87 96 75 84 | 30. Solution to above problem.
88 70 20 78 100 67 95 79 51 |
| 11. More help for above problem.
92 90 | ----- |
| 12. Solution to above problem.
3 73 | 31. MISSING NECKLACE?
81 |
| ----- | 32. More help for above problem.
97 |
| 13. PURPLE WORM A PROBLEM?
35 19 41 15 | 33. Solution to above problem.
97 74 83 81 |
| 14. More help for above problem.
22 37 60 19 41 | ----- |
| 15. Solution to above problem.
40 26 30 20 29 60 19 41 | 34. POISON NEEDLE A PROBLEM?
80 46 89 |
| ----- | 35. More help for above problem.
98 47 |
| 16. PHARAOH A PROBLEM?
28 34 19 16 67 52 56 | 36. Solution to above problem.
98 31 42 |
| 17. More help for above problem.
6 34 5 26 36 | ----- |
| 18. Solution to above problem.
103 19 102 51 43 19 32 17 19
58 83 6 39 34 19 5 | 37. MISSING SCARAB?
82 |
| ----- | 38. More help for above problem.
94 82 |
| 19. BRICKED DOORWAY A PROBLEM?
64 19 66 | 39. Solution to above problem.
94 99 100 26 76 100 |
| 20. More help for above problem.
65 55 67 45 10 | ----- |
| | 40. MISSING TREASURE?
91 77 |

41. More help for above problem.
91 85 101

42. Solution to above problem.
91 86

* DICTIONARY *

1. DID	27. DESERT	53. NOT	79. THEM
2. DIG	28. LOOK	54. WHILE	80. PROTECT
3. DOUSE	29. DO	55. MAD	81. TABLE
4. TINY	30. NOTHING	56. CLEAN	82. WALL
5. PYRAMID	31. IRON	57. WEARING	83. OF
6. LIQUID	32. RUBY	58. POOL	84. POWER
7. JERKY	33. COIN	59. WRONG	85. TRASH
8. YOU	34. IN	60. WITH	86. SKULL
9. FOR	35. LEAVE	61. FLOOR	87. GIVES
10. IT	36. USEFUL	62. FEEL	88. TAKE
11. ENTER	37. MESS	63. USE	89. HAND
12. ON	38. UNLOCK	64. HIT	90. BURNING
13. BLIND	39. ACID	65. GET	91. EXAMINE
14. RATS	40. THERE	66. DOOR	92. ITS
15. ALONE	41. WORM	67. AND	93. BY
16. FIREPLACE	42. GLOVE	68. FEED	94. BEYOND
17. INTO	43. THROW	69. OR	95. READ
18. CARRY	44. OYSTER	70. ROCK	96. HIM
19. THE	45. PUNCH	71. A	97. SAW
20. TO	46. YOUR	72. SOMETIMES	98. WEAR
21. VERY	47. SOMETHING	73. LEAVES	99. MIRROR
22. DON'T	48. MAN'S	74. LEG	100. ROOM
23. GUN	49. HE	75. HIS	101. HEAP
24. WORM	50. AROUND	76. ANOTHER	102. COAL
25. SENSE	51. THEN	77. EXPLORER	103. WASH
26. IS	52. THINK	78. HIEROGLYPHICS	

ADVENTURE 9 HINTS AND SOLUTIONS

GOST TOWN

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

- | | |
|--|--|
| 1. CAN NOT GET INTO JAIL?
39 53 45 117 160 2 132 | 21. Solution to above problem.
44 75 85 9 |
| 2. More help for above problem.
39 84 129 83 78 | ----- |
| 3. Solution to above problem.
48 83 78 22 62 64 167 53 | 22. FREEZING AT NIGHT?
93 137 170 130 62 146 |
| ----- | 23. More help for above problem.
134 149 |
| 4. NEED A KEY?
12 60 157 | 24. Solution to above problem.
138 46 74 153 134 |
| 5. More help for above problem.
141 15 21 | ----- |
| 6. Solution to above problem.
141 21 163 124 100 163 108 24
163 153 55 165 | 25. HAVE NOT FOUND ANY
EXPLOSIVES?
36 74 86 |
| ----- | 26. More help for above problem.
74 82 |
| 7. STILL NEED A KEY?
55 165 10 163 76 8 163 | 27. Solution to above problem.
168 52 |
| 8. More help for above problem.
8 117 127 120 173 11 127 116
17 156 | ----- |
| 9. Solution to above problem.
76 72 | 28. STILL HAVE NOT FOUND ANY
EXPLOSIVES?
31 94 15 150 |
| ----- | 29. More help for above problem.
88 59 |
| 10. HORSE A PROBLEM?
168 70 133 19 | 30. Solution to above problem.
88 104 166 7 126 163 52 163
121 163 |
| 11. More help for above problem.
66 128 | ----- |
| 12. Solution to above problem.
97 79 | 31. STILL HAVE PROBLEM WITH
EXPLOSIVES?
59 111 137 154 |
| ----- | 32. More help for above problem.
142 |
| 13. HORSE A PROBLEM?
13 111 69 70 128 | 33. Solution for above problem.
161 142 60 104 |
| 14. More help for above problem.
28 | ----- |
| 15. Solution to above problem.
78 128 60 83 78 5 178 176 175
31 177 15 66 70 128 | 34. CAN NOT GET TO MOUNTAINS?
101 118 |
| ----- | 35. More help for above problem.
59 117 119 4 |
| 16. CAN NOT LEAVE INDIAN VILLAGE?
12 60 77 | 36. Solution for above problem.
6 |
| 17. More help for above problem.
12 30 5 174 20 62 15 143 | ----- |
| 18. Solution to above problem.
97 112 | 37. CAN NOT FIND - GO BOARD -?
12 60 38 74 61 |
| ----- | 38. More help for above problem.
34 38 |
| 19. HAVE NOT FOUND A MINE?
164 118 | 39. Solution for above problem.
12 74 158 |
| 20. More help for above problem.
103 1 15 107 | ----- |
| | 40. STILL CAN NOT FIND
- GO BOARD -?
12 74 158 134 |

41. More help for above problem.
141 125
42. Solution for above problem?
91 28 110 34 59
-
43. DO NOT HAVE A CUP?
12 74 61 159 152
44. More help for above problem.
48 23 137 27
45. Solution for above problem.
171 74 61 159 152
-
46. CAN NOT OPEN SAFE?
12 74 145 25
47. More help for above problem.
56 104 49
48. Solution for above problem.
56 104 14 21 5 108 24 74 145 25
-
49. MISSING FURS?
12 74 145 25
50. More help for above problem.
109
51. Solution for above problem.
168 100 41
-
52. PIANO PLAYER A PROBLEM?
13 117 143
53. More help for above problem.
13 42 137 115 32 163 73 128 135 31 71 128
54. Solution for above problem.
114
-
55. MISSING GOLD NUGGET?
12 54
56. More help for above problem.
151 37
57. Solution for above problem.
164 62 15 40 17 15 162 5 36 74 15 99 71 15 37 87
-
58. MISSING A TREASURE?
136 123
59. More help for above problem.
80
60. Solution for above problem.
36 74 136 123 0
-
61. DO NOT HAVE \$200?
113 117 74 15 106
62. More help for above problem.
140 63 147 17 65 163 51 59 163 5 88 59 15 9 147 163 140 9 147 17 65 163 51 59 163 5 88 59 63 147
63. Solution for above problem.
81 164 41 163 57 164 163 31 29 105 139
-
64. SNAKE A PROBLEM?
48 58
65. More help for above problem.
122 117 15 169 47
66. Solution for above problem.
48 3 90
-
67. BONUS SCORE A PROBLEM?
31 26 16 96 67 74 15 68 144
68. More help for above problem.
122 102 155 56 62 31 59 43 174 172 89 59 117 92
69. Solution for above problem.
23 50 98 67 68 33 5 95 112 3 131 35 18

* D I C T I O N A R Y *

1. OUT	46. BELL	91. TAPE	136. BOOT
2. OUTSIDE	47. WEST	92. HARD	137. A
3. YOUR	48. USE	93. FIND	138. RING
4. WIDE	49. BEHIND	94. HAVE	139. \$200
5. AND	50. KEEP	95. SEE	140. TAKE
6. JUMP	51. NEGATE	96. MANY	141. MOVE
7. SALT	52. CHARCOAL	97. SAY	142. KEG
8. TOPPER	53. DOOR	98. DOING	143. INDIAN
9. FIRST	54. PIANO	99. ROOF	144. ORDER
10. SAID	55. MORSE	100. WIRES	145. LINE
11. FOR	56. LEAVE	101. CROSS	146. SLEEP
12. PLAY	57. PASS	102. ONE	147. PART
13. HE	58. FORCE	103. CLEAR	148. VAIN
14. BE	59. IT	104. GUNPOWDER	149. SERVICE
15. THE	60. WITH	105. COLLECT	150. TOOLS
16. DO	61. SALOON	106. DICTIONARY	151. READ
17. OF	62. TO	107. BRUSH	152. NIGHT
18. GOSE	63. SECOND	108. TAP	153. DECODE
19. BACK	64. OPEN	109. FLOOR	154. CONTAINER
20. FRIENDLY	65. SENTENCE	110. THEN	155. WE
21. SAFE	66. SPUR	111. NEEDS	156. CLOTHING
22. MAGNET	67. THINGS	112. HOW	157. TELEGRAPH
23. JUST	68. RIGHT	113. CONTRAPOSITIVE	158. HOTEL
24. KEY	69. SOMETHING	114. CLAP	159. AT
25. SHACK	70. ON	115. BIG	160. NO
26. MUST	71. LIKE	116. ITEM	161. FILL
27. MATCH	72. HAT	117. IS	162. MINE
28. HOOFS	73. LET	118. RAVINE	163. -
29. WILL	74. IN	119. NOT	164. GO
30. TOM-TOM	75. TUMBLEWEEDS	120. ENGLISH	165. CODE
31. YOU	76. SHAKE	121. SULFUR	166. FROM
32. EGO	77. DRUMS	122. THIS	167. JAIL
33. AWAY	78. SHOE	123. HILL	168. GET
34. BREAK	79. GIDDYUP	124. CONNECT	169. WILD
35. SCORE	80. SHOVEL	125. BED	170. WARM
36. DIG	81. HOLDING	126. PETER	171. DANCE
37. MAP	82. MANURE	127. AN	172. DONE
38. MIRROR	83. HORSE	128. HIM	173. TERM
39. EXAMINE	84. COMPASS	129. NEAR	174. BE
40. BOTTOM	85. UP	130. PLACE	175. AFTER
41. BOARD	86. FIELD	131. BONUS	176. FOUND
42. HAS	87. SAYS	132. LATCH	177. USED
43. CAN	88. MAKE	133. HIS	178. NAILS
44. BURN	89. BUT	134. ROOM	
45. THERE	90. GUN	135. KNOW	

"ADVENTURE 10 HINTS AND SOLUTIONS"

SAVAGE ISLAND Part I

Read the question until you get to where you are stuck.
The numbers underneath refer to the dictionary list at end.
Match each number with its associated word you'll find an
Adventure clue or solution!

- | | |
|--|--|
| 1. HAVE NOT FOUND BOTTLE?
107 | 22. BEAR STILL A PROBLEM?
61 94 11 44 79 |
| 2. More help for above problem.
109 11 74 | 23. More help for above problem.
63 28 75 87 |
| 3. Solution to above problem.
107 7 109 91 11 74 80 | 24. Solution to above problem.
123 128 16 21 52 42 125 46
41 32 |
| ----- | |
| 4. HAVE NOT FOUND A BEAR?
90 133 | 25. HAVE NOT BEEN OFF ISLAND YET?
61 105 |
| 5. More help for above problem.
57 131 21 75 103 | 26. More help for above problem.
72 11 118 11 130 22 102 127
33 |
| 6. Solution to above problem.
90 30 11 88 50 20 | 27. Solution for above problem.
40 59 106 7 75 58 |
| ----- | |
| 7. HAVE NOT FOUND THE KNIFE?
18 | 28. CAN'T ALWAYS CONTROL THE RAFT?
114 25 |
| 8. More help for above problem.
113 124 | 29. More help for above problem.
117 82 106 119 |
| 9. Solution to above problem.
18 113 | 30. Solution to above problem.
116 64 118 126 23 21 75 106
137 47 20 89 126 70 99 34 43
51 20 |
| ----- | |
| 10. STILL HAVE NOT FOUND KNIFE?
18 113 7 124 | 31. PROBLEMS WITH A STALACTITE.
61 20 |
| 11. More help for above problem.
110 120 | 32. More help for above problem.
20 22 24 91 75 84 122 |
| 12. Solution to above problem.
18 67 77 35 34 18 113 | 33. Solution for above problem.
56 36 38 20 |
| ----- | |
| 13. CAN NOT OUTLIVE HURRICANE?
135 101 75 83 17 134 86 | 34. NEED SOME LIGHT?
124 |
| 14. More help for above problem.
7 75 30 | 35. More help for above problem.
85 1 22 37 |
| 15. Solution to above problem.
7 75 32 66 75 94 | 36. Solution for above problem.
100 75 85 53 75 15 12 |
| ----- | |
| 16. CAN NOT GET OUT OF THE
VOLCANO?
18 | 37. MACHINERY NOT WORKING?
74 7 5 66 129 |
| 17. More help for above problem.
61 71 49 66 124 4 7 75 124 | 38. More help for above problem.
97 29 126 116 115 |
| 18. Solution to above problem.
18 81 108 75 125 0 | 39. Solution for above problem.
107 7 75 98 68 91 62 69 19 55 |
| ----- | |
| 19. HURRICANE WINDS A PROBLEM?
34 136 104 126 110 34 113 | 40. NEED A PASSWORD?
9 126 54 35 75 112 132 |
| 20. More help for above problem.
100 104 138 | 41. More help for above problem.
39 73 126 75 139 0 |
| 21. Solution for above problem.
100 10 59 72 121 75 96 | |

42. Solution to above problem.
60 139 75 13

43. LOSING SOMETHING EARLY IN THE
ADVENTURE THAT YOU NEED LATER
ON?

78 20 101 34 43 116 20 92

44. More help for above problem.
78 12 26 27 7 32 88 8 48 45

45. Solution for above problem.
78 13 26 27 7 32 88 8 48 45

46. DO NOT KNOW HOW TO END THE
ADVENTURE?

111 75 32 2 37

47. More help for above problem.
93 26 75 15 2

48. Solution to above problem.
35 76 75 6 93 26 75 15 12 47
75 32 2 28 31 66 65 3

* DICTIONARY *

1. ACTIVATED
2. MAN
3. CASE
4. WHILE
5. MAZE
6. PASSWORD
7. IN
8. LATER
9. SAIL
10. AROUND
11. AND
12. FIELD
13. RUM
14. HAS
15. FORCE
16. WATER
17. DO
18. SWIM
19. -
20. IT
21. ON
22. WILL
23. KEEP
24. MOVE
25. CORRECT
26. INTO
27. BASIN
28. IS
29. HAVE
30. VOLCANO
31. OUT
32. CAVE
33. WELL
34. YOU
35. AFTER

36. COCONUT
37. HELP
38. AT
39. BE
40. BUILD
41. BEHIND
42. ROCKY
43. CAN
44. TASTE
45. BOTTLE
46. AREA
47. WHEN
48. REFILL
49. SIDE
50. ENTER
51. REBUILD
52. HOT
53. THROUGH
54. ATOLL
55. YUCK
56. THROW
57. HIGHEST
58. LAGOON
59. A
60. GIVE
61. EXAMINE
62. YOUR
63. EVAPORATION
64. MORE
65. HIS
66. OF
67. DIFFERENT
68. GUANO
69. HANDS
70. COME

71. OTHER
72. LOG
73. NICE
74. LOOK
75. THE
76. SAYING
77. DIRECTIONS
78. POUR
79. SWEAT
80. HOLE
81. WEST
82. SPARE
83. WINDS
84. RIGHT
85. BLOCK
86. BLOW
87. KEY
88. THEN
89. STARTS
90. CLIMB
91. WITH
92. BACK
93. GO
94. BEAR
95. NON-POROUS
96. HURRICANE
97. YOU'LL
98. BAT
99. APART
100. CARRY
101. SOMEWHERE
102. WORK
103. ISLAND
104. SOMETHING
105. JUNGLE

106. RAFT
107. DIG
108. ACROSS
109. BEACH
110. HOLD
111. LET
112. CANNON
113. DOWN
114. THATS
115. YUCKY
116. GET
117. STOCK
118. VINES
119. PARTS
120. BREATHE
121. DURING
122. ITEM
123. SPILL
124. LAKE
125. CLIFF
126. TO
127. TOGETHER
128. SALT
129. CAVES
130. KNIFE
131. POINT
132. FIRES
133. THINKS
134. NOT
135. WAIT
136. NEED
137. SO
138. HEAVY
139. PIRATE

ADVENTURE 11 HINTS AND SOLUTIONS

SAVAGE ISLAND PART II

Read the question until you get to where you are stuck.
The numbers underneath refer to the dictionary list at end.
Match each number with its associated word you'll find an
Adventure clue or solution!

- | | |
|--|---|
| 1. PROBLEM WITH VACUUM?
8 18 55 30 36 | 19. CAN'T FIND ANYPLACE ELSE TO GO?
76 2 17 10 |
| 2. More help for above problem.
15 69 56 54 45 77 54 71 | 20. More help for above problem.
72 76 77 54 40 |
| 3. Solution to above problem.
49 85 | 21. Solution to above problem.
37 40 77 70 88 89 80 86 5 |
| 4. REACH TUNNELS BUT NOT OTHER FORCE FIELDS?
32 39 61 | 22. CAN NOT GET THROUGH FORCE FIELD WITH THE LIGHT? |
| 5. More help for above problem.
32 61 77 62 19 | 23. More help for above problem.
111 21 130 |
| 6. Solution to above problem.
58 | 24. Solution for above problem.
102 62 120 |
| 7. PROBLEM WITH CAVEMAN?
52 21 46 | 25. CAN NOT THROW THE LEVERS?
83 33 21 84 77 21 29 42 |
| 8. More help for above problem.
28 21 46 | 26. More help for above problem.
76 |
| 9. Solution to above problem.
12 62 74 50 73 28 46 | 27. Solution to above problem.
81 76 1 72 6 56 91 89 101 33 14 |
| 10. PSYCHOTRANSFIGURATION A BIG WORD?
20 43 21 31 77 35 88 | 28. CAN NOT FIGURE WHAT TO DO NEXT?
100 112 66 90 61 121 85 21 96 140 |
| 11. More help for above problem.
23 27 41 1 75 27 24 | 29. More help for above problem.
37 40 123 21 115 133 89 95 21 38 138 21 92 119 97 |
| 12. Solution to above problem.
24 57 67 21 31 | 30. Solution for above problem.
66 135 59 117 21 87 93 |
| 13. NEED A RAYSHIELD?
66 34 14 77 53 65 89 66 98 122 14 43 66 67 106 53 | 31. STILL CAN NOT FIGURE WHAT TO DO NEXT?
60 21 131 110 21 115 104 146 |
| 14. More help for above problem.
7 26 9 79 77 53 65 | 32. More help for above problem.
21 47 132 100 136 |
| 15. Solution to above problem.
21 76 48 21 3 1 21 79 26 139 89 144 1 66 145 129 21 124 84 125 66 113 53 65 43 21 76 | 33. Solution for above problem.
82 21 47 77 21 87 93 89 13 14 56 126 21 142 135 100 108 127 21 105 34 43 21 11 |
| 16. PSYCHOTRANSFIGURATION GO THROUGH BUT YOU ARE NOW IN THE DARK?
14 48 128 107 86 | 34. STILL CAN NOT FIGURE WHAT TO DO NEXT?
21 11 16 |
| 17. More help for above problem.
7 48 137 103 130 78 94 66 1 14 48 107 128 86 1 106 48 107 134 | 35. More help for above problem.
25 114 90 54 99 |
| 18. Solution to above problem.
50 62 120 | 36. Solution for above problem.
25 114 109 66 56 21 143 63 59 95 21 38 |

* D I C T I O N A R Y *

1. -	38. BUTTON	75. TRANS	112. SURE
2. UNRAVELS	39. SOME	76. BANDANNA	113. ENDED
3. RAYSHIELD	40. LOOP	77. IN	114. HIM
4. PRODIGY	41. MINDS	78. ALL	115. CAPTAIN'S
5. HOLE	42. ROOM	79. PASSWORDS	116. KNOWS
6. THREAD	43. WITH	80. GO	117. USE
7. THERE	44. NO	81. UNTIE	118. AT
8. HOW	45. BALLOON	82. PUT	119. FORCE
9. TWO	46. FLOWER	83. WORK	120. EYES
10. MYSTERIES	47. BLOCK	84. ONE	121. THROUGH
11. ROBOPIRATE	48. IS	85. OUT	122. BRING
12. HOLD	49. BREATH	86. DARK	123. NEAR
13. SEND	50. OPEN	87. TIME	124. RIGHT
14. IT	51. PUSH	88. ROOMS	125. IF
15. WHAT	52. EAT	89. AND	126. EARTH
16. CURES	53. ADVENTURE	90. HAVE	127. USING
17. MANY	54. A	91. TREADMILL	128. NOT
18. DO	55. SWIMMERS	92. FLICKERING	129. GET
19. BLOODSTREAM	56. TO	93. TRANSPORTER	130. LIGHT
20. PLAY	57. YOURSELF	94. AROUND	131. DINOSAURE
21. THE	58. HYPERVENTILATE	95. PRESS	132. WILL
22. SURFACE	59. THEN	96. WHOLE	133. QUARTERS
23. PSYCHO	60. KILL	97. FIELD	134. EASY
24. CHANGE	61. AIR	98. MUST	135. CAN
25. LET	62. YOUR	99. TURN	136. USEFUL
26. ARE	63. CASE	100. BE	137. PLENTY
27. MEANS	64. PARENTS	101. WALK	138. FIX
28. CRUSH	65. #10	102. CLOSE	139. 123
29. EXERCISE	66. YOU	103. OF	140. SHIP
30. SURVIE	67. INTO	104. LOG	141. LOOK
31. CAVEHAN	68. PLANET'S	105. DEVICE	142. PASSWORD
32. STORE	69. HAPPENS	106. THIS	143. DISPLAY
33. ON	70. DIFFERENT	107. REALLY	144. 474
34. FOUND	71. VACUUM	108. SAID	145. WOULD
35. RED	72. TIE	109. CARRY	146. SUGGESTED
36. UNDERWATER	73. CASE	110. AS	
37. DROP	74. BREATH	111. IGNORE	

ADVENTURE 12 HINTS AND SOLUTIONS

GOLDEN VOYAGE

Read the question until you get to where you are stuck. The numbers underneath refer to the dictionary list at end. Match each number with its associated word you'll find an Adventure clue or solution!

1. MERCHANTS A PROBLEM?
63 34
2. More help for above problem.
123 8 44 87 82
3. Solution to above problem.
7 38 86 70 22
-
4. SHIP WON'T MOVE?
51 26 76 111
5. More help for above problem.
20 8 3 53 94 114 53 88 23 30
88 26 43 37 44 38 10
6. Solution to above problem.
26 43 9 35 77 88 40 102 1 59
18 35 50 97 44 125 52
-
7. SCORPIONS A PROBLEM?
107 57 74
8. More help for above problem.
98 51 58 57 28
9. Solution to above problem.
103 95
-
10. BOAT DRIFTS AWAY ON YOU?
110 89
11. More help for above problem.
68 89 109 69 27
12. Solution to above problem.
99 44 62
-
13. STAIRS A PROBLEM?
23 30
14. More help for above problem.
69 49 114 21
15. Solution to above problem.
21 36 88 21 64 0
-
16. STATUE A PROBLEM?
47
17. More help for above problem.
65 56 96
18. Solution to above problem.
45 116 64 44 47 35 120 89
-
19. CAN NOT FIND A PASSAGEWAY?
73
20. More help for above problem.
23 93
-
21. Solution to above problem.
16
-
22. CAN NOT FIND TORCH OR OTHER THING?
89 114 109 44 24
23. More help for above problem.
66
24. Solution for above problem.
66 127 132 131 4 5 118 35 133
128 118 8 126 88 33 88 130 88
138 88 129
-
25. DO NOT KNOW WHAT TO DO WITH THE STONES?
17
26. More help for above problem.
98 11 124
27. Solution for above problem.
2 46 6 33 19 55 17
-
28. DO NOT KNOW WHAT TO DO WITH TABLET?
48 108 117 113 12
29. More help for above problem.
120 44 17
30. Solution for above problem.
99 108 109 44 91
-
31. MOUNTAIN AND SUN A PROBLEM?
81 89
32. More help for above problem.
119 44 92 84 44 80
33. Solution for above problem.
81 15 119 44 92 6 44 14
-
34. HANE NOT FOUND THE GLOBE?
29 17 79 19 121 83 78 105 109
44 100 91
35. More help for above problem.
40 44 91 72 78 14 35 15 122
101
36. Solution for above problem.
120 44 41 13 121 83
-
37. CAN NOT FIND CYCLOPS?
50 140 73
38. More help for above problem.
138

39. Solution to above problem.
137 138 8 134 35 123 139 135

40. CAN NOT GET BY THE CYCLOPS?
104

41. More help for above problem.
39 44 104

42. Solution to above problem.
103 136 35 39 44 104 88 42 61
114 36 90 71 64 88 115 60 55
32 25

43. STILL CAN SAVE THE KING?
54

44. More help for above problem.
112 91

46. Solution to above problem.
67 44 54 97 44 91 6 44 31

* DICTIONARY *

1. LIKE	37. EVERYTHING	73. ALTAR	109. IN
2. 3	38. MERCHANTS	74. SELF	110. SECURE
3. TELL	39. BREAK	75. EYES	111. FLOATING
4. ON	40. TRY	76. FREE	112. LAST
5. CAVE	41. FOUNTAIN	77. TELESCOPE	113. WHERE
6. OF	42. BEWARE	78. WHEN	114. IS
7. PAY	43. NEED	79. SHOULD	115. SORRY
8. TO	44. THE	80. PEAK	116. STATUE
9. COMPASS	45. PUSH	81. SAY	117. SOME
10. HAVE	46. PIECES	82. FIRST	118. ISLAND
11. WILL	47. STAIRS	83. PLOOSHES	119. AT
12. WET	48. DEPOSIT	84. NOT	120. EXAMINE
13. AFTER	49. WORD	85. WITH	121. TWO
14. MOUNTAIN	50. LOOK	86. BEFORE	122. WERE
15. SUN	51. ARE	87. PALACE	123. GO
16. PRAY	52. NEST	88. -	124. COMBINE
17. TABLET	53. WHICH	89. IT	125. CROWS
18. EAST	54. CHALICE	90. MUST	126. FIND
19. MAKE	55. A	91. FOUNTAIN	127. MORE
20. HARD	56. HUMPTY	92. FOOT	128. STRAND
21. WALK	57. YOUR	93. DEVOUT	129. TORCH
22. GOODS	58. GETTING	94. WAY	130. KEY
23. BE	59. SAIL	95. SANDALS	131. ONCE
24. GROUND	60. ITS	96. DUMPTY	132. THAN
25. EVENT	61. WHAT	97. FROM	133. ROCKY
26. YOU	62. ANCHOR	98. THEY	134. STALACTITE
27. PLACE	63. TAKE	99. DROP	135. PIT
28. FEET	64. DOWN	100. RIGHT	136. MASK
29. SECOND	65. REMEMBER	101. USED	137. TIE
30. SPECIFIC	66. DIG	102. THINGS	138. ROPE
31. CYCLOPS	67. FILL	103. WEAR	139. INTO
32. RANDOM	68. KEEP	104. GLOBE	140. BEHIND
33. STONE	69. ONE	105. DROPPED	
34. INVENTORY	70. TAXING	106. CLOSE	
35. AND	71. COME	107. PROTECT	
36. UP	72. UNCOVERED	108. THEM	

OTHER HINTS

Be sure to examine the items you find throughout your Adventure! Also, keep in mind that most problems and solutions require no more than common sense to solve. Special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light to avoid disaster.

Try typing `???` if you get stuck. You may or may not get assistance, depending on what you are carrying, where you are, etc. Finally, be careful about making assumptions — they can be fatal!